Michigan Department of Corrections





September 26, 2007

A Message to MDOC Employees from Director Caruso:

Dear Colleagues:

Yesterday I informed you of my meeting with Governor Granholm where we discussed the potential for a partial shutdown of state government in the event that a comprehensive solution to the budget crisis is not reached.

The Governor proposed a plan of cuts, reforms, and revenues in February and has been working to prevent massive cuts to public safety, health care, and education.

In the event of a partial state government shutdown next Monday, every effort will be made to protect the health and safety of Michigan residents. It is our intention to continue the most vital services until a budget resolution is reached.

The Governor continues to meet with lawmakers on the budget crisis and is working toward a resolution by the end of the day Thursday, as Friday is the last day most of you will be in the office and can be officially notified if state offices are to be closed on Monday.

Under a partial shutdown of state government, citizens can expect a variety of services to cease operation, among them: state-licensed casino gaming in Detroit, sale of lottery tickets, distribution of packaged liquor, state parks, and welcome centers. Already, the Secretary of State has signaled that branch offices around the state will be closed, preventing citizens from renewing driver licenses, vehicle registrations and processing vehicle titles in person due to office closings.

Without an agreement on Thursday, the state will begin to take steps on Friday to prepare for a partial government shutdown on Monday.

In the event a partial shutdown is necessary, details will be released on Friday and you will be notified how this affects you. As promised, look for a special edition **F.Y.I.** each day to keep you informed of the developments on the budget crisis throughout the week. Please share this information with employees who may not have email or internet access.

Sincerely,

Patricia L. Caruso